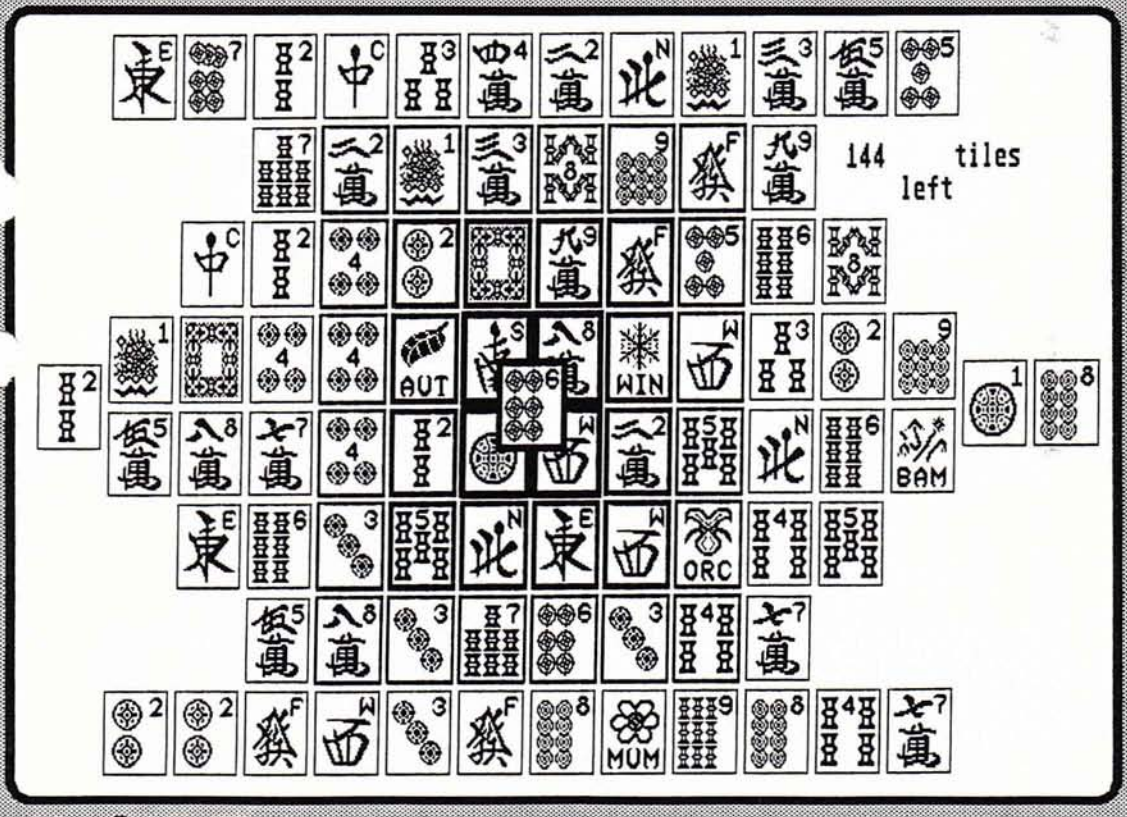
PAGE SIX

VOLUME 5, ISSUE 5



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- *Comment from Andy Rooney*
- *How to kill Caltari*
- *War against phone hacking heats up*

CALTARI

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CALTARI USERS GROUP OFFICERS (1987)

President	BRUCE SMITH	289-6749
Vice-President	FRED POTTER	293-0665
Secretary-Treasurer	PHIL BURKINSHAW	273-4851
Sgt-at-Arms	DALE PICKERING	652-4685
Newsletter Editor	TONY BORBELY	278-4046
Librarian (8-Bit)	DOUG COOPER	278-0481
Librarian (ST)		
Liason Officer	ROY MALTBY	242-6328
BBS Sysop	DOUG WHITTAKER	285-0012
Caltari BBS		285-3382

All correspondence and exchange publications
should be addressed to:

CALTARI USERS GROUP
Attention: Liason Officer
c/o Box 59, Site 2, SS. #3
Calgary, Alberta T3C 3N9

The CALTARI USERS GROUP meets twice a month at the Southern Alberta Institute of Technology, in the Acropolis Lounge, at 7:30 P.M. on the first Thursday of each month and holds Library nights at the same location on the Tuesday 12 days following the normal meeting.

A Comment from Andy!

(A parody of "A Few Minutes with Andy Rooney")

J'ever notice all the fuss everyone is making over computers these days? It seems you can't go anywhere without hearing "home computer this" and "personal computer that". Why is that? What's so great about computers, anyway?

J'ever notice everyone says "you need a computer" or "nine in ten homes will soon have a computer"? Why do I need a computer? And why will nine in ten homes have one? Is the government going to pass a law or something? Right now, the only one on my block that has one, is seventeen years old, weighs ninety-eight pounds, wears glasses and has acne. He is a "NERD". J'ever notice how popular NERDS have become? Why is that? Maybe because they have computers, which are popular too. If I buy a computer, will I become popular? Or will I become a NERD?

J'ever notice there are "home computers" and there are "personal computers"? Why is that? Are they the same, or are they different? Can you use a home computer outside your home? Do you have to keep a personal computer to yourself, or can you share it with your friends? There are also "LAP-TOP" computers. Are they for people who can't afford a desk?

J'ever notice people who use computers are called "Hackers"? Just what is a hacker, anyway? To me, it sounds like someone you wouldn't want to meet in a dark alleyway. When I think of HACKER, I think of Jason in "Friday the 13th". He hacked people with a large knife and lived in the woods. Did he have a computer? Was it a "FOREST" computer?

J'ever notice that if a computer is easy to understand, it is called "USER FRIENDLY"? Why is that? Does that mean that easy to understand is that same as friendly? If Jason comes up to me and says "I'm going to hack you up with this knife", I can sure UNDERSTAND him, but I don't think he is very FRIENDLY. Why is that?

My friend the Nerd, once told me, "My computer speaks BASIC, FORTRAN, and LISP." I don't know about BASIC and FORTRAN, but if his computer has a LISP, why doesn't he take it to a speech therapist? Come to think of it, the Nerd has a lisp, too!

J'ever notice all those computer commercials on TV? Alan Alda showed how easy to understand an ATARI computer is. ATARI must be "friendly". William Shatner presses a button on a Commodore computer and he disintegrates! Commodore doesn't sound very friendly to me. Maybe Jason has one. Charlie Chaplin does a commercial for IBM. Why is that? I mean, he was born in the 1800's. They didn't even have computers then.

And finally, j'ever notice how stupid they name computers nowadays? They used to call them ENIAC or UNIVAC. I could relate to that. But now they are called things like Apples or Oranges or Apricots. When I eat apricots, I get the runs. If I use an Apricot computer, will I get the runs? Then you've got the TI 99/4A. What the heck is a 99/4A anyway? Isn't that Dolly Parton's size? The Nerd has a TRS-80, but he calls it a TRASH-80. If it was trash, why did he buy it in the first place? Do only NERDS buy TRASH-80's?

Well, that about does it for now. J'ever notice how many times I say "J'ever notice"? Why is that? J'ever notice I always say "Why is that"? Why is that?

(Reprinted from the May 1985 edition of "HACK" published by Atari Anonymous of Rhode Island User Group)

HOW TO KILL CALTARI
(YOUR Atari User Group)

1- Do not attend meetings, if you do, arrive late.

2- Be sure to leave the meeting when it's over.

3- Never offer your opinion at a meeting, wait until you're outside.

4-When at a meeting, vote to do everything, then go home and DO NOTHING.

5- The next day, find fault with the executive and fellow members.

6- Take no part in CALTARI's affairs.

7- Sit in the back and start up your own meeting with one or more members during discussion periods; if you keep it low, no one will notice.

8- Get all that CALTARI an give, and GIVE NOTHING in return.

9- Talk cooperation, but never cooperate.

10- Never ask anyone to join CALTARI.

11- Threaten to resign at every opportunity, especially when things are not going your way.

12- If asked to help, always promise to do so, but be busy when called upon.

13- Never accept an offer; better to criticize than be criticized.

14- If, in a moment of weakness, you find you have gotten yourself on a committee, apply all of the above rules and let the executive do all of the work.

15 - Do not do anything more than you have to, and when others give freely and willingly of their time and talents to help the cause, be the first to leap to your feet to remind everyone that:

WHAT'S WRONG WITH CALTARI

IS... THAT IT IS BEING

RUN BY A CLIQUE!!!!!!

(Reprinted from the W.N.Y. Atari Users Group)

CALTARI CALENDAR

OCTOBER 1987

SUN	MON	TUE	WED	THU	FRI	SAT
				1 GENERAL MEETING 7:30PM	2	3
4	5	6	7	8	9	10
11	12	13 LIBRARY NIGHT 7:30PM	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28 PAGE SIX DEAD LINE	29	30	31

NEXT MEETING---> 7:30PM THURSDAY, NOVEMBER 5TH, 1987

A FEW COMPUTER TERMS YOU SHOULD KNOW BEFORE YOU TOUCH ANYTHING,

OR GOD FORBID,

ASK A REALLY STUPID QUESTION IN FRONT OF THE WHOLE CLUB AND HAVE YOUR MEMBERSHIP REVOKED ON THE SPOT

BASIC - This is the language your computer "speaks". It "speaks" this language, not in actual sounds, but in "code" which should be as easily understood by you as Swahili to a Hooded Merganser. See "Bug".

BAUD - An anatomical expression used by telecommunication devices, as in "Hey, Mo - check out the baud on HER!". See "Modem".

BUG - What your eyes will do the first time you see the bill for the repair of your computer.

CURSOR - Programmer. See "Format".

DISK DRIVE - The urge to own more disks than anyone else in the club. See "Quinnell".

DOS - Distort Or Scramble. A decision your disk drive must make each time you access it.

ERROR - Mistake. See Previous article, "Buying Your First Computer".

FORMAT - A convenient way to accidentally erase your only copy of that unified field theory model you've been working on since the Nixon administration.

HACKER - A programmer driven over the edge. See "Lizzie Borden".

K - A special term for cereal.

LINE - "Hey babe - how about a little I/O?"

MODEM - A euphemism for "busy signal".

MONITOR - Your computer sits in the hall and writes down the names of any other computers it catches skipping class.

NOTE and POINT - See prevoius entry.

OPERATING SYSTEM - When your computer and all its components are in perfect working order. See "Dream on".

PARALLEL PORT - The hardest part of the Supertanker Skipper's exam.

PROGRAM - In favor of grams.

RAMDISK - What you'd like to do to the programmer who put those cutesy comebacks in your text adventure.

SAVE - A BASIC command which is supposed to save your program to disk. Instead, your computer converts it into "tokens" which it uses to hop a subway out of town before you're any the wiser.

SIXTEEN-BIT COMPUTER - $1.75 more than a two-bit computer.

UTILITY - A company which, upon learning of your purchase of several new electronic components, parties far into the night.

XL - A letter which was an "L".

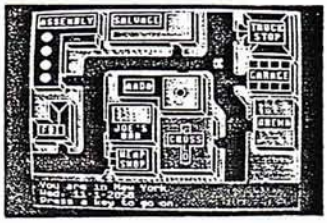
(Reprinted from THE POKEY PRESS)

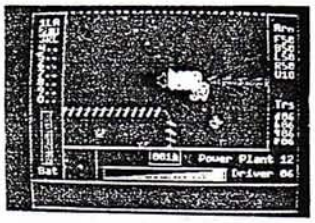
NEW 8-BIT AVAILABLE NOW!! NEW 8-BIT

AUTODUEL from Origin Systems (requires 64K) #EA42 $39.90

On the highways of the 21st century firepower is everything. Every vehicle is armed and armored. The most popular spectator sport is autoduelling - car battles in arenas for big cash prizes. The cities have become walled compounds, safe from the chaos outside. Truck stops are neutral zones. Between the cities outlaws prey on innocent travellers. Every trip is a race against death. But a good driver with a tough car can get rich just by carrying packages from one city to another.

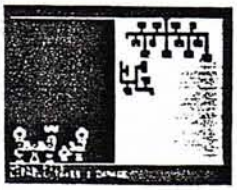
Autoduel is a computer adaptation of the *Car Wars* board game. Set on the future highways of the northeast, you get the chance to custom build your own cars, and take them into battle to earn prestige and money. If you survive, you can improve your markmanship, driver skills, and mechanic ability until you can handle the toughest road. Autoduel requires careful planning as you design your car and plan trips. On the road, the joystick controlled cars require quick reflexes as well as a good design. The most skilled drives will be contacted by the authorities to carry out important assignments of a sensitive nature. The graphics are well done, and this is one of the best blends of role-playing, strategy, and action I've ever seen for the 8-bit computers! Remember - DRIVE OFFENSIVELY!

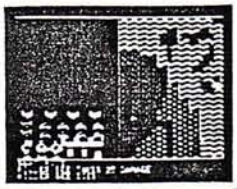




PHANTASIE from S.S.I. #SS55 $33.90

Phantasie, one of the most popular multi-character, role playing games ever is finally available for the Atari 8-Bit. Set in the medieval land of Gelan you command a group of 1-6 characters with such roles as *monk, priest, wizard, ranger, thief, or fighter.* Choose your companions from the ranks of *gnomes, elves, orcs, lizard men, humans,* or sprites to name a few. Your band must search the land for the Nine Rings, which are needed to help you wipe out the *Dark Lord* and his evil minions. You'll need to map the multi-screen terrain as you explore the wilderness and built the strength, skills and experience of your band. When you feel your group is ready, explore ten maze-like dungeons and see if you can solve the puzzles each one holds. Of course, along the way there will be countless monsters to battle, all in beautiful hi-res colorful graphics. In every town you visit, you can recruit new members to replace lost or unneed comrades, learn spells buy better weapons and armor, or just rest and heal your battle wounds. When you're finally ready, you'll begin your final assault on the *Dark Lord's* fortress. The graphics in Phantasie are extremely well-done, making the game a joy to play. Although the game premise is similiar to the popular Ultima series, it doesn't take long to discover that Phantasie is a unique and very addictive role playing game. If you enjoy role playing games like the Ultimas, Questron, and Alternate Reality, don't miss Phantasie!

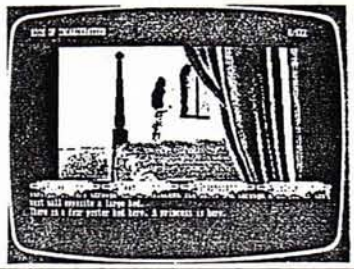




NEW 8-BIT AVAILABLE NOW!! NEW 8-BIT

THE PAWN From Rainbird (requires 64K) #ZZ47 $37.90

In the short time The Pawn has been available for the *Atari-ST* computer, it has set a new standard for graphic adventures. Now this classic adventure is available for the *8-bit* computers. Set in the mythical world of *Keravnia*, this is an amusing and complex tale with a revolutionary text handling system that allows input of complex sentences and complete interaction with characters (including some very intelligent animals). As the story opens you find yourself transported to *Kerovnia* with only one objective - **escape**. All you have to do is find a way to remove the wristband that is preventing you from leaving. But as you wander about the land and communicate with the creature you meet, you will find other objectives. There is a good amount of English humor throughout the adventure, some which I didn't find too funny, but it still gives the adventure a light-hearted feel. The graphics are beautiful, some of the best I've ever seen in a graphics adventure. The language parser is as good if not better than Infocoms. The story is quite complex, very challenging for experienced and adventurers and probably just too hard for beginners. Because of the amount of information packed in this program, a 64K computer and a 1050 or Indus disk drive (the disk is in enhanced density) is required.



BOP'N WRESTLE

from Mindscape #ZZ48 **$26.90**

Climb into the ring and join the mayhem of professional wrestling at its best. Bop'N Wrestle puts you in the ring with 10 of the meanest, baddest, biggest, ugliest pro wrestlers you've ever seen fly off a turnbuckle. This is a fast paced action game for one or two players in a realistic three-dimensional arena. Use a joystick or the keyboard to control Gorgeous Greg, the 10th ranked contender for the World Championship belt. You must fight your way through the 9 contenders above you if you're going to claim the belt and it won't be easy - belive it or not, these guys don't fight fair! Wrestle your way to the top with a variety of pro moves including Airplane Spins, Flying Body Presses, Back Breakers, Pile Drivers, Suplexes, Atomic Drops, and the Devastating Turnbuckle Fly. The graphics and animation are well done and is sure to please wrestling fans.

221B BAKER STREET

from DataSoft #DS48 **$24.90**

This is a unique animated graphics mystery adventure. Begin play as Sherlock Holmes and travel through the streets and alleyways of Victorian London, gathering clues that will help you solve 30 of the most intriguing cases Holmes and Watson ever faced. For 1-4 players, the graphics and animation make this one of the better adventures on the market. REQUIRES 64K.

GUNSLINGER

from DataSoft #DS39 **$26.90**

You are Kip Starr, former Texas Ranger. Your goal is to rescue your best friend from jail in Mexico while eluding all six *Dalton* brothers who are out to settle an old score. Explore a gold rush ghost town, an Indian village, and a US army fort as you face the perils of the old west in this beginner level graphics text adventure with over 100 high-res screens. REQUIRES 64K.

ALTERNATE REALITY - *THE DUNGEON* $33.90

COMING SOON! - ORDER NOW!

ATARI NEWS

WAR AGAINST PHONE HACKING HEATS UP

BY GREGG PEARLMAN, ANTIC ASSISTANT EDITOR

Computer break-ins are no longer viewed as harmless pranks. For example, unauthorized computer access is a misdemeanor under 502PC of the California Penal Code if you just trespass and browse around -- and if it's your first offense.

But: "Any person who maliciously accesses, alters, deletes, damages, destroys or disrupts the operation of any computer system, computer network, computer program or data is guilty of public offense" -- a felony under Section C of that code. Even changing a password to "Gotcha" is a felony if it can be proven that it was a "malicious ess."

In California, the maximum punishment is state imprisonment, a $10,000 fine and having your equipment confiscated. The penalty depends on who you are, your prior record and the seriousness of the crime.

And you don't have to, for instance, breach national security to be guilty of a felony. Accessing even a simple system for a small company could damage vital data for more than a year's worth of business, especially if that company didn't properly back up its data.

There are all kinds of computer crime. Stealing an automated teller machine card and withdrawing money from an account is a computer crime because you're using a computer to get money out of a system. But simply trespassing in a system and not doing any damage is normally a misdemeanor, according to Sgt. John McMullen of the Stanford University Police Services. This kind of crime has become very common. "Every kid with a computer is tempted," he said.

Unfortunately, it can take months to complete an investigation. For instance, the so-called "Legion of Doom" case, beginning in September, 1986, took 10 months to solve and involved people in Maryland, New York, Pennsylvania, Oregon and California.

If someone breaks into the computers of, for example, California's Pacific Bell, and the break-in is severe, Pacific Bell Security gets warrants issued, and then, with the police, confiscates computers, manuals, telephone lists and directories -- all related equipment. It's common for the computer to be tied up for a few months as evidence. (And by the time Pacific Bell Security does get involved, the evidence is usually overwhelming -- the conviction rate is extremely high.)

"Whenever I'm involved in a case," said McMullen, "I ask the judge for permission to confiscate the equipment. That's one big incentive for hackers not to do this kind of stuff. I haven't had any repeaters, but I know of one case there the guy probably WILL do it again when he gets out.

"Usually the shock of what happens to a juvenile's parents -- who bought the equipment and watched it get confiscated -- is

enough to make them stop. But we don't really have enough cases to know what the parents do."

ACCESS

"It's easy for hackers to find company phone numbers," said Daniel Suthers, Atari user and operations manager at Pacific Bell in Concord, California. "Most large companies have a block of 500 to 1,000 phone numbers set aside for their own use. At least one line will have a modem.

"People post messages on hacker/phreaker bases on some BBS's and say 'I don't know who this phone number belongs to, but it's a business, judging by the prefix, and has a 1200-baud tone.' Then it's open season for the hackers and phreakers."

Phreakers aren't much different than hackers -- they're just specifically telephone-oriented. In "CompuTalk: Texas-Sized BBS" (Antic, August 1987), sysop Kris Meier discussed phreakers who appear to have called from phone numbers other than the ones they were actually using. A computer isn't needed to do this -- it's usually done with a "blue box."

"The blue boxes were used mostly in the late 1960s and early '70s," said McMullen. "They fool the network and let people make free long distance calls -- a tone generator simulates the signalling codes used by long distance operators. The boxes were phased out a couple of years ago, though: they no longer let hackers access AT&T, but Sprint and MCI can be accessed by something similar. However, computer programs are normally used now."

To get long-distance phone service, hackers now use one of several programs passed among other hackers (on bulletin boards, for example). They find the local access number for Sprint or MCI and then run the program -- perhaps for a few days. It generates and dials new phone numbers, and the hackers can check to see how many new or free codes they've turned up.

They can post the codes on a BBS, and their friends will use them until they get stopped by the long-distance company -- depending on how long it takes the company to realize that these numbers hadn't been issued yet -- or until the customers discover that their numbers have been accessed by someone who isn't "authorized."

Bulletin boards can be especially easy prey. "If a hacker knew your BBS program intimately, he could probably figure it out, but that's messy," said Suthers. "If he can find a back door, it's easier. Sysops are notorious for putting in their own back doors because, though they have all the security under the sun on the FRONT doors, they still want to get in without problems. It's just like what happened in the films Tron and Wargames -- which probably taught a whole generation a lot of things."

Meier had said in the August, 1987 issue of Antic that someone once called his board COLLECT. Simply put, the caller fooled the operator. McMullen says that's been around for a long time. "It's common in prisons and situations where the phones are restricted."

McMullen also said that if the timing is just right, as soon as the modem answers, the phreaker can wait for an operator to say "Will you accept the charges," then say "Yes." The operator can't tell which end said yes, and

if the modem has a long delay before the connect tone, the phreaker can get away with it. It couldn't be done entirely electronically -- the voice contact is needed.

"I've never run across people accessing online services such as CompuServe in this way, but I'm sure it happens," said McMullen. "People suddenly get strange charges on their phone bills.

"The hackers I've dealt with are very brilliant and good at what they do. Of course, when you do something all day that you're really interested in, you're GOING to be good at it."

DOOM

McMullen's most recent hacker case at Stanford University dealt with the Legion of Doom, an elite group of hackers who broke into computers -- some containing national defense-related items.

"As I understand it, they're supposed to be the top hackers in the nation," McMullen said. "I started investigating the case when it began crossing state lines, getting a bit too big. I contacted the FBI, who said that because of the Secret Service's jurisdiction over credit card and telephone access fraud, they'd taken over computer crime investigations that go across state lines -- actually, anything involving a telephone access code. This case, of course, involved access codes, because the Sprint and AT&T systems were used, and it was the Secret Service, not the FBI, that made the arrests.

"I think that the publicity from this case will scare people, and there'll be a lot less hacking for a while. Some hackers are afraid to do anything: they're afraid that the Secret Service is watching them, too."

TRACING

AT&T, Sprint and MCI now have ANI -- Automatic Number Identification -- as does Pacific Bell. It aids a great deal in detecting hackers. Pacific Bell usually just assists in this type of investigation and identifies the hackers. "It's easy to trace a call if the caller logs in more than once," said Suthers. "The moment they dial in, a message is printed out -- before the phone even answers -- pinpointing where it came from, where it went to, the whole shmeer.

"A blue box made it much harder to detect, but if a hacker used it consistently, we could eventually trace it back. So if someone is in California and makes it look as if he'd called from New York, we can trace it across the country one way, and then back across. Generally, though if the call IS billed to a New York number, the caller is actually somewhere like Florida. But we can back-trace the call itself, especially if it's extremely long."

But recently someone broke into Pacific Bell "through a fluke of circumstances." Suthers said, "We closed down that whole area, so they can't get back in that way, but if they dial the number again, they're in trouble."

If Pacific Bell Security detects a break-in, the area is secured immediately. Sometimes hackers are steered toward a kind of "pseudo-system" that makes them THINK they've broken in -- but in fact they're being monitored and traced.

As to how many hackers there are, who knows? There's a lot of misuse and inside work that's

never detected or reported.

SECURITY

Security systems are expensive, but someone with a lot of data and an important system should seriously look into one. Very few hackers are caught, simply because few corporations have good security systems.

"Passwords should never be names, places or anything that can be found in a dictionary," said Suthers. "People shouldn't be able to just write a program to send words from their AtariWriter Plus dictionary disk. Normally there should be a letter here, a few numbers there -- garbage. Thus, if someone writes a program to generate random symbols and keeps calling back until he breaks in, he'll probably be traced.

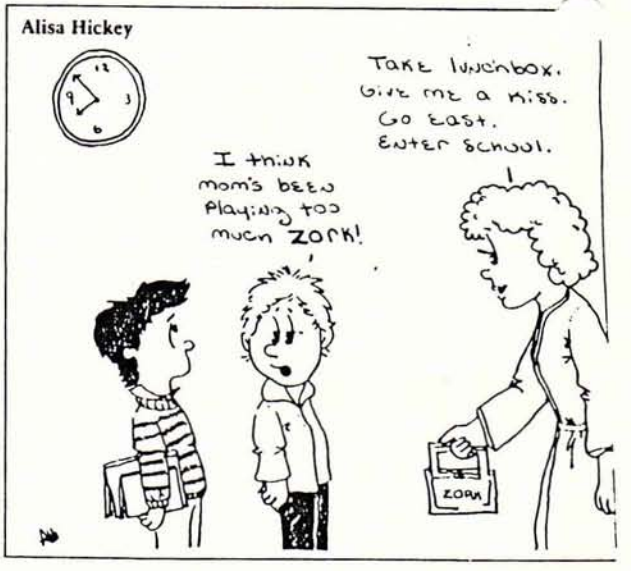
"Some corporations aren't very computer literate and don't worry about things like passwords until they've been hit, which is a shame. But it's all out there in the books. TRICKS OF THE UNIX MASTER (by Russell Sage, published by SAMS Publications, $22.95) is a beautiful book that tells you exactly what to do to avoid break-ins."

McMullen said that Stanford is trying to tighten up security by emphasizing the importance of better passwords. "When researchers want to do their work, however, they don't want to mess with passwords and codes," he said. "Universities seem to want to make their systems easier for researchers to use. The more accessible it is, obviously, the less security there is in terms of passwords. It's easier to use your name as a password than some complicated character string.

"So any hacker worth his salt can go onto any computer system and pull out an account. Especially with UNIX, it's very easy to access it, entering as the password the first name of the person who has the account. These Legion of Doom hackers used a program that actually found out what the passwords were: it began by just checking the names. They were very successful -- it was just unbelievable."

But McMullen feels that security fell way behind the advances made in computers, and several avenues were left open for people to explore. "Often these hackers don't mean to be malicious or destructive," he said, "but I think they really feel triumphant at getting on. Sometimes they do damage without realizing it, just by tramping through the system: shutting down phone lines, programs and accounting systems."

However, the strides made in security since then have accounted for arrests, confiscations and convictions all over the country -- but there are still many more who haven't been caught.



COMPUTER WHIZ TAPS SECRET FILES

Calgary Herald, Saturday, Sept 19, 1987

CHICAGO - Investigators tracked down a 17-year-old computer buff after he sent messages bragging that he had tapped into NATO and U.S. air force telephone networks.

In a Secret Service raid on the Chicago home of the hacker, whose code name was Shadow Hawk, agents confiscated his three computers and software stolen through AT and T systems, said William Cook, an assistant U.S. attorney.

AT and T put the value of the software, some of which is not yet on the market, at more than $1 million.

Federal investigators are analysing piles of computer printouts to assess the damage before they decide whether to lay charges.

The computer programs and other information were obtained by tapping into the systems by telephone, using another computer.

U.S. national security was not seriously jeopardized by the theft of material from the AT and T computer at NATO Headquarters in Burlington, N.C., Cook said.

However, he declined to comment on the nature of information taken from an air force base in Georgia.

The teenager is also suspected of revealing AT and T security devices over a computer network used as a kind of bulletin board for hackers.

MINDSCAPE, ATARI GAMES INK DEAL

From C&SN, July 13, 1987

Northbrook, IL _ Mindscape, and Atari games, of Malpitas, CA, have signed an exclusive agreement to publish home computer versions of Atari's stand-alone video arcade games. The first will be PAPERBOY and GAUNTLET, priced at $34.95 and due for shipment next month. The games will be available for most home pc's.

Mindscape president, Roger Buoy expects each to sell 100,000 copies. "These games have been a tremendous success and ther's a pent-up demand for the home computer version. The retailers have been asking when we're going to print both," Buoy said. "We wanted to be associated with the best company in the industry. I think they're a top-notch company in their concept and their marketing approach," Buoy said of Atari games. Buoy said Atari has always had high-quality products and a keen perception of the market and "they're far and away the best company with which to be associated."

Dennis Wood, Senior VP of Atari games, said his firm has been licensing it's coin-operated arcade games for home computer publishing for about 2 1/2 years, but this the first exclusive agreement. "In the past we haven't restricted our licenses to anyone, but we believe in the strong distribution power of Mindscape and its reputation," he said. PAPERBOY and GAUNTLET will be sold through the distributor channel and through retailers. Scheduled for future release are Atari Games' ROLLING THUNDER and 720. Also planned are ROAD RUNNER, ROAD BLASTERS, and GAUNTLET II, all to run on most home computer formats.

ATARI TO BEGIN SELLING COMPUTERS TO MUSIC STORES

from UP BEAT DAILY, June 29, 1987

CHICAGO, IL - Atari Corporation announced that it will begin selling it's ST personal computer products through the nation's music stores, the first computer maker to do so. Atari has started signing up merchants at the NAMM International Music and Sound Expo. Atari has prepared materials to aid dealers in presenting the ST's features to musicians and educators. Company sales representatives were on hand to distribute these materials and take advance orders at Atari's exhibit in booth 611.

"It's a natural fit for Atari," said J.J. (Jerry) Brown, Vice President and General Manager of Atari's U.S. operations. Music stores already sell mosic software and the ST is repeatedly becoming the computer of choice for musicians because it is the price/performance leader, and the only personal computer that offers MIDI (Musical Instrument Digital Interface) as a standard feature.

Musicians can use an ST immediately - there is no need to buy a MIDI board. "The Atari ST is capturing a large part of the growing music market because the MIDI port is standard, it's easy to use, and costs far less than comparable computers." Brown noted.

For example, the Atari 1040ST cost about 60% less than the MacIntosh PLus with an add-on MIDI board, and the ST has more features. Atari will also sell the hard disk and other peripherals through music stores, Brown added, because they are essential components of a full-featured music system.

BBS LIST

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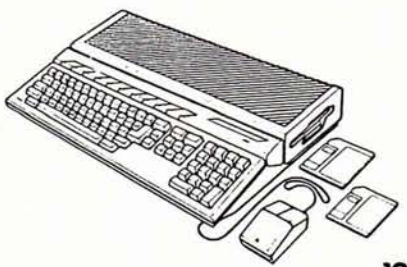

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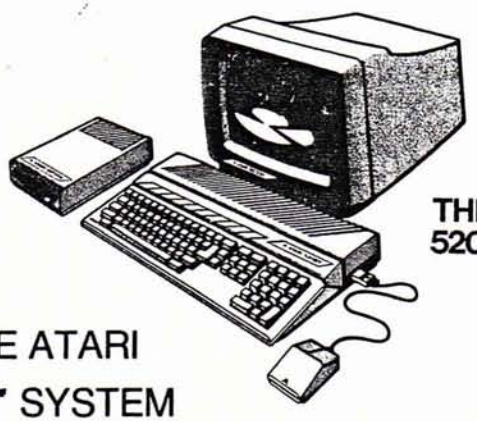

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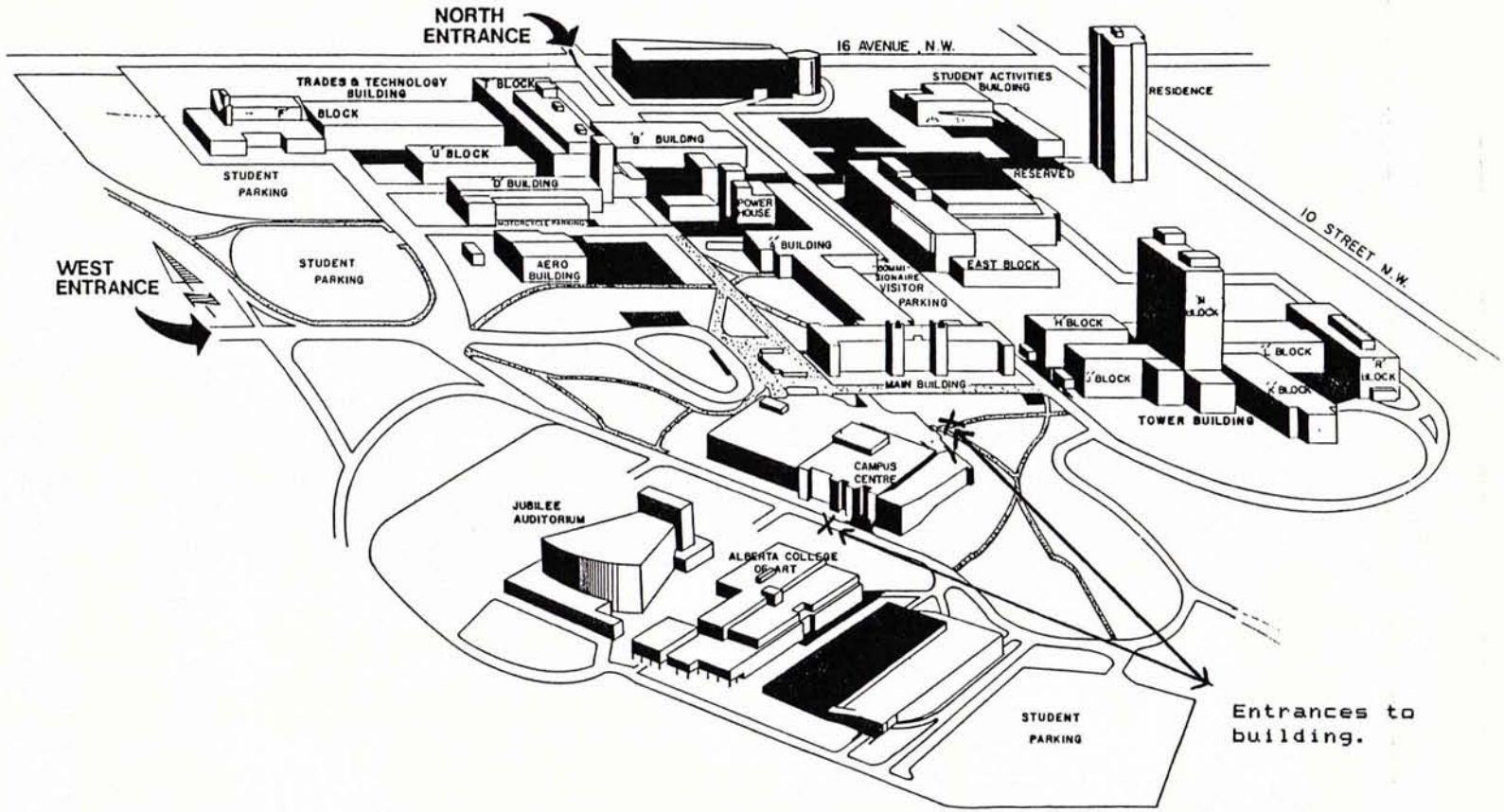

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Regular meetings are held on the first Thursday of every month. The Library night meeting is held 12 days after.

All meetings begin at 7:30 pm. and are held in the ACROPOLIS LOUNGE until further notice.